PlayStation

NTSC U/C

PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01311

TOMB RAIDER

CHRONICLES

CORE

EIDOS INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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STUCK IN THE MAZES OF TOMB RAIDER: CHRONICLES?

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LARA CROFT
The Legacy
Lives On

A TRAGIC LOSS ...

It is a cold, dark, rainy day. With the memorial service for Lara Croft over, her old friends retire to the Croft Mansion.

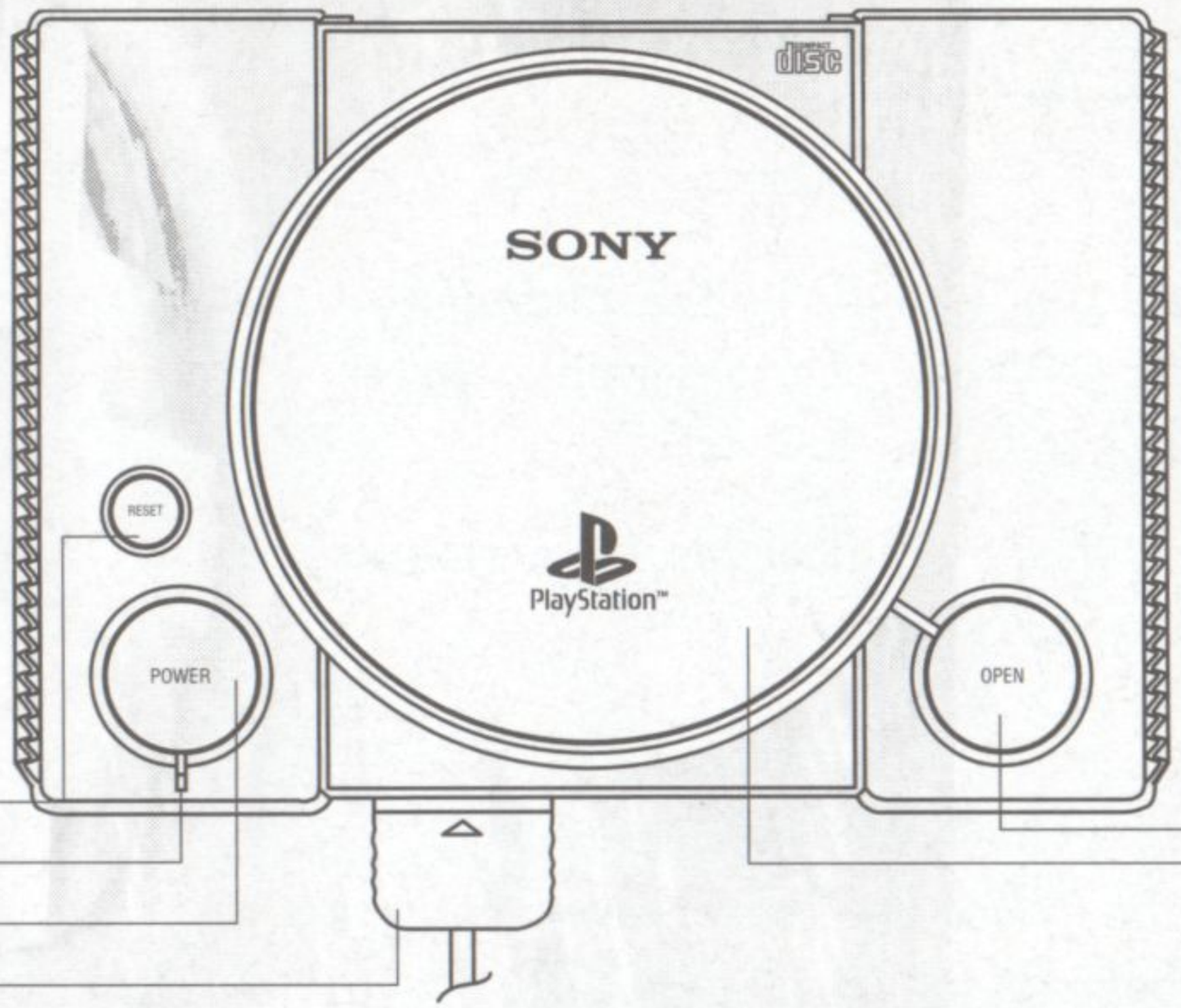
As they sadly collect their thoughts, they reminisce about Lara's past adventures ...

Meanwhile ...

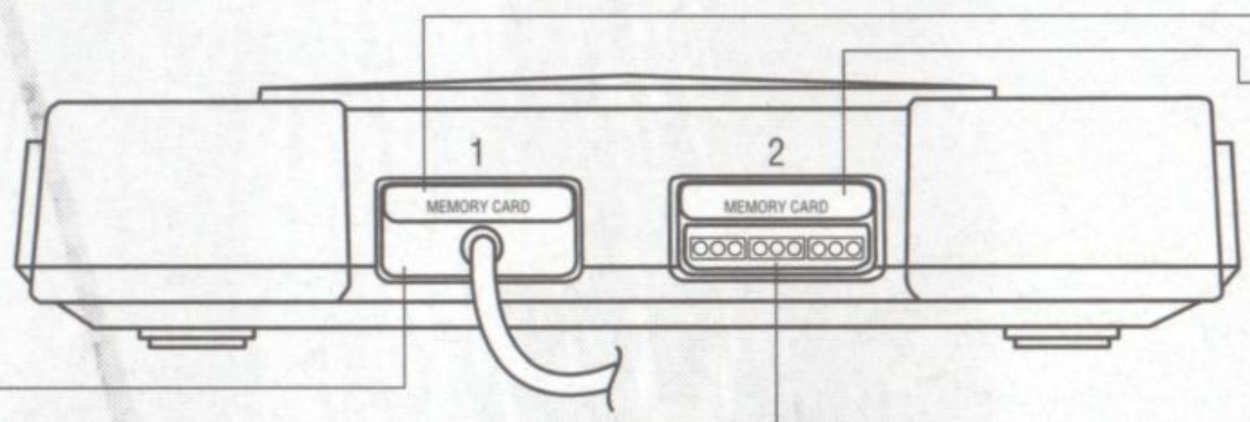
Hundreds of miles away, Werner Von Croy co-ordinates the frantic dig – searching for answers buried deep beneath the Egyptian desert ...

SETTING UP

Top View



Front View



CONSOLE

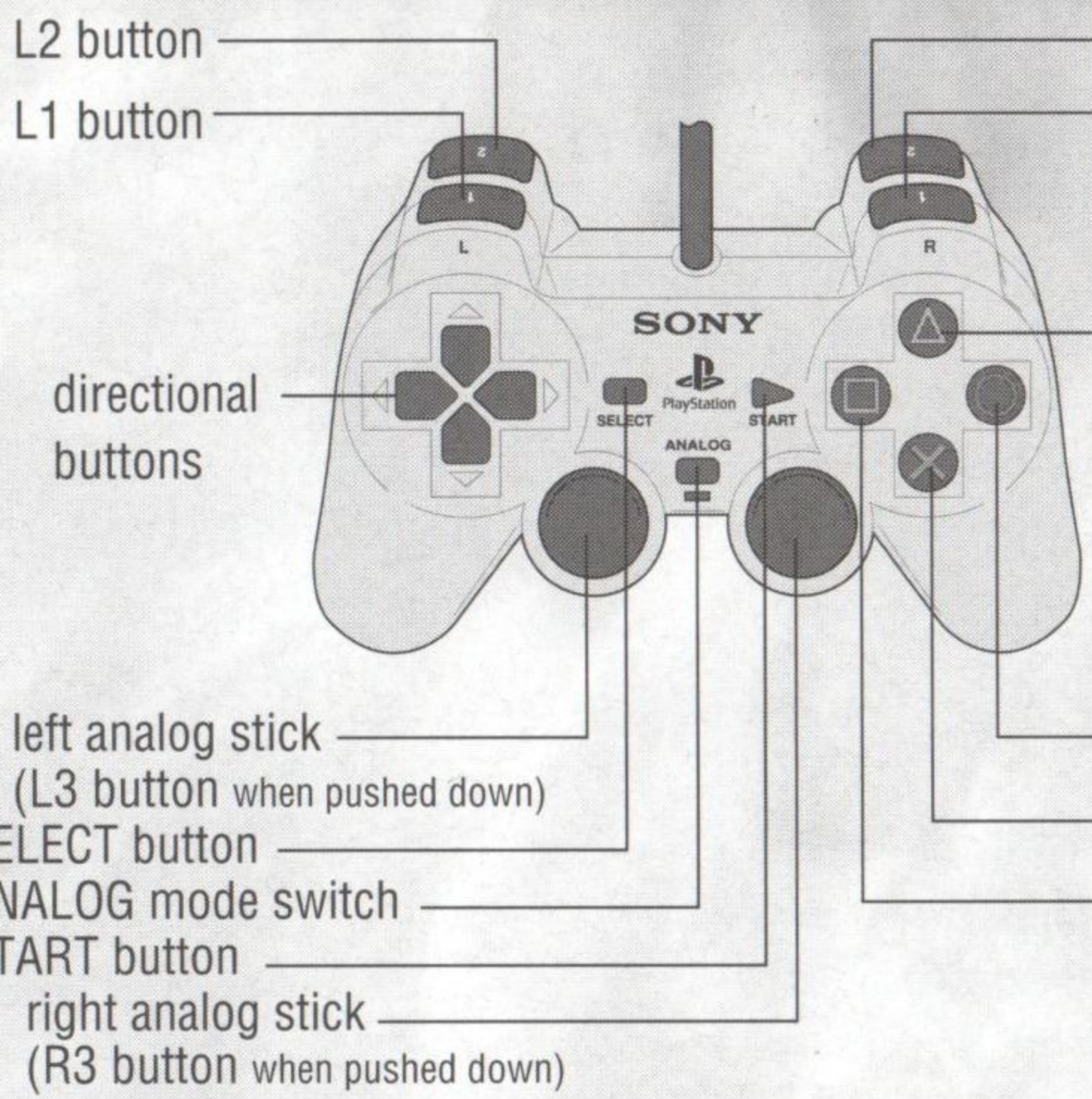
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **TOMB RAIDER: CHRONICLES** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

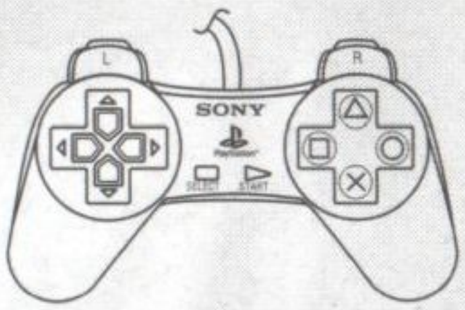
MEMORY CARDS

To save game settings and results or continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console BEFORE starting play. If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.

IMPORTANT: Do not insert or remove a MEMORY CARD while the PlayStation game console is turned on. Doing so may destroy game data.

CONTROLS





The controls on this page are also used for digital controllers in digital mode.

NOTE: You can turn the DUALSHOCK™ vibration function ON/OFF from the Configure Controls option in Game Settings mode (see page 9). The vibration function is not affected by the Analog mode switch setting.

MENU SCREEN CONTROLS

Directional button	Navigate through the menu screens/Toggle category options
X button	Select option
▲ button	Cancel/Return one level

IN-GAME CONTROLS

Left analog stick	Move Lara; push slightly to walk and side-step; push fully to run and turn
Directional button	Turn Lara
R1 button	(with directional button) Walk forward/Step backward
Directional button ⬅/➡	Side-step left/right; also, balance on tightrope
R3 or X button	Action (press in the right analog stick or press the button)
▲ button	Draw weapons/Holster weapons
L3 or ■ button	Jump (press in the left analog stick or press the button)
● button	Roll
SELECT + R1 button	Draw flare/Throw flare if Lara has one in her hand
R2 button	Sprint while moving forward; press the ■ button while sprinting to dive and roll forward/Launch torpedo decoy while wearing EDS (Extreme Depth Suit)
L2 button	Duck while standing still or walking, then Crawl (with directional button)
Right analog stick	Look around
L1 button	Press and hold to Look (with directional button) Tap to assign/change target (Manual Targeting mode) Tap to change target (Automatic Targeting mode) Press and hold to use laser sight
START button	Pause/Unpause
SELECT button	Display Inventory
L2 button	Zoom in (while using binoculars/laser sight)
R2 button	Zoom out (while using binoculars/laser sight)
▲ button	Return to normal view (while using binoculars/laser sight)

STARTING THE GAME

After the introductory FMV sequence, the Title screen/Main menu will appear. On this screen, the following options are available:

NEW GAME	Prepare to join Lara on a new adventure.
LOAD GAME	Display the Saved Game screen, where you can choose to load a previously saved game.
SPECIAL FEATURES	View special **TOMB RAIDER: CHRONICLES** bonus materials. Many of the features will be revealed as you progress through the game.

QUITTING THE GAME

While playing the game you can return to the Title screen/Main menu by holding down the SELECT button and then pressing and holding down the START button for two seconds. You can also quit the game by selecting QUIT from the in-game Pause menu (see page 9).

NOTE: Your settings are automatically saved when you exit the game.

PAUSE MENU

Press the START button to pause the game and display the Pause menu, offering these options:

RESUME — Carry on with the current game.

GAME SETTINGS — Display the Game Settings screen with these options:

- SFX VOLUME - Use the directional button ⬅/➡ to adjust the sound effects volume.
- MUSIC VOLUME – Use the directional button ⬅/➡ to adjust the music volume.
- CONFIGURE CONTROLS – Choose your preferred control method from five pre-selected configurations. Use the directional button ⬅/➡ to toggle through the available configurations, and press the X button to select. You can also toggle the vibration function for the DUALSHOCK™ analog controller ON/OFF from this menu.
- SCREEN ADJUST – Use the directional button to re-position the game screen on your TV. Press the X button to set the new position.
- TARGETING – Press the X button to toggle between Automatic and Manual Targeting modes.

QUIT — Return to the Title screen without saving your game.

LARA'S ACTIONS

MOVING

Running/Sprinting

Press ⬆ to move Lara forward at a running pace. Press the Sprint button (R2 button) to make her temporarily sprint. A small energy bar will appear; when the bar depletes, Lara reverts to running. Press ⬇ to make Lara hop back a short distance; press ⬅/➡ to turn her left/right.

Walking/Side-Stepping

Press the Walk button (R1 button) together with the directional button ⬆/⬇ to make Lara carefully walk forward or backward. Press ⬅/➡ to make Lara side-step. As long as you hold down the Walk button, Lara will not fall off any edge; if she walks up to an edge, she will automatically stop.

Rolling

Press the Roll button (● button) to make Lara roll forward and finish up facing the opposite direction. This also works when Lara is underwater.

Jumping

Lara can jump in any direction to evade her enemies. Press the Jump button (■ button or press in the left analog stick) and Lara will jump straight up into the air.

If you move the left analog stick or use the directional button immediately after pressing the Jump button, Lara will jump in that direction. In addition, pressing ⬇ or the Roll button (● button) immediately after starting a forward jump makes Lara somersault in the air and land facing the opposite direction. This also works when Lara is jumping backward by pressing ⬆ or the Roll button immediately after takeoff.

SWIMMING

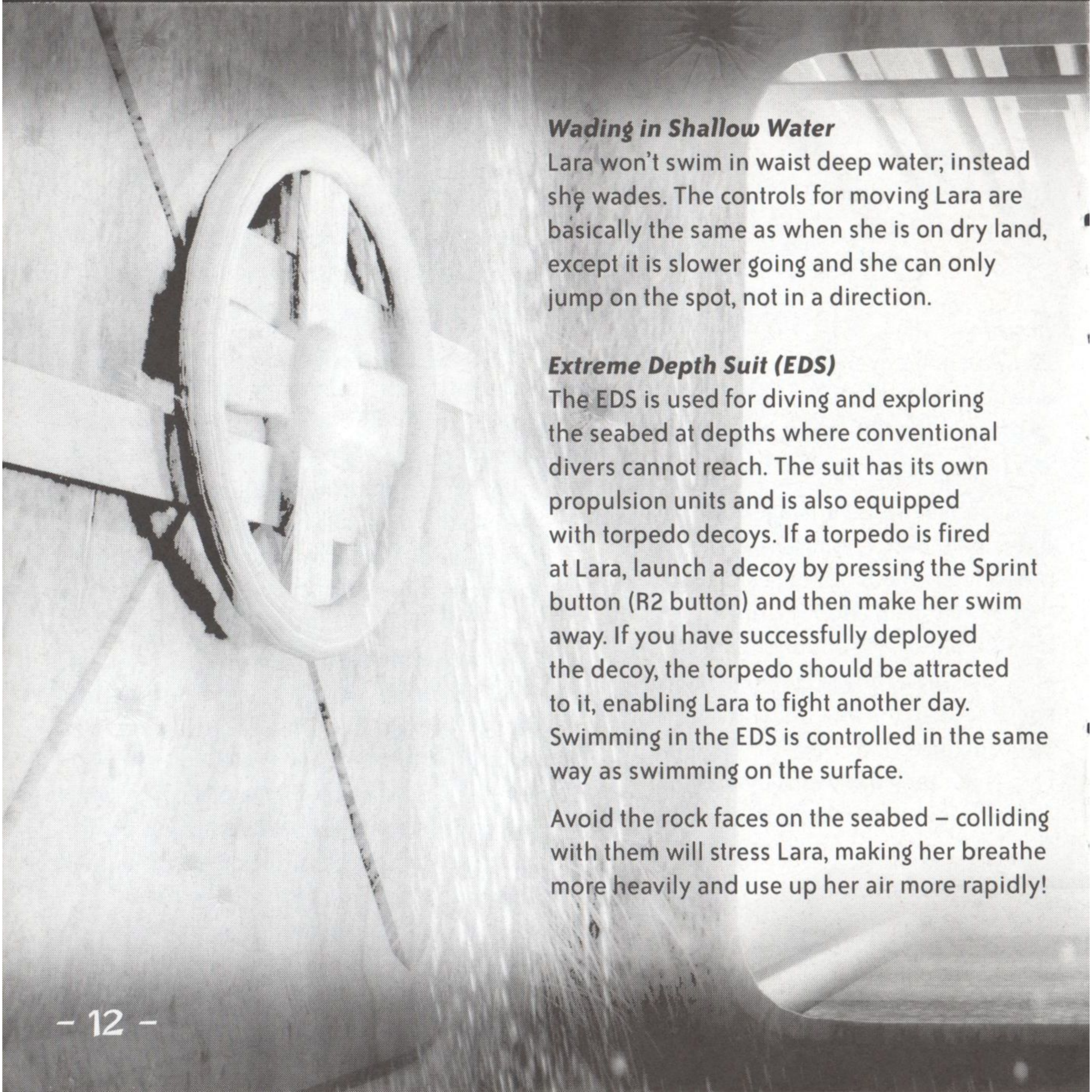
Underwater

When Lara finds a deep pool of water, she can jump in and swim around. Lara can hold her breath for about one minute; if she is still underwater after that, she'll drown.

Use the left analog stick or directional button to move Lara in the water. Press the Jump button (■ button or press in the left analog stick) to make her swim. Lara can pull levers and pick up objects under water. Just position Lara as close as you can to an object and press the Action button (X button or press in the right analog stick).

Swimming on the Surface

When Lara is swimming on the surface, use ⬆/⬇ to make her swim in those directions, and ⬅/➡ to make her rotate. You can also use the side-step actions to make her swim left or right. Press the Jump button to make Lara dive under the surface. Press ⬆ plus the Action button when Lara is close to an edge to make her climb out.



Wading in Shallow Water

Lara won't swim in waist deep water; instead she wades. The controls for moving Lara are basically the same as when she is on dry land, except it is slower going and she can only jump on the spot, not in a direction.

Extreme Depth Suit (EDS)

The EDS is used for diving and exploring the seabed at depths where conventional divers cannot reach. The suit has its own propulsion units and is also equipped with torpedo decoys. If a torpedo is fired at Lara, launch a decoy by pressing the Sprint button (R2 button) and then make her swim away. If you have successfully deployed the decoy, the torpedo should be attracted to it, enabling Lara to fight another day. Swimming in the EDS is controlled in the same way as swimming on the surface.

Avoid the rock faces on the seabed – colliding with them will stress Lara, making her breathe more heavily and use up her air more rapidly!

ATTACKING

Drawing & Firing Weapons

Press the Draw button (▲ button) to arm Lara with her currently selected weapon. Press the Action button (X button or press in the right analog stick) to fire.

NOTE: When Lara has her guns drawn, she cannot do anything else that requires using her hands.

Targeting

Lara has two Targeting modes, Automatic and Manual. Both modes allow you to switch lock-on from one enemy to another. To switch targets, tap the Look button (L1 button).

NOTE: You can set Targeting mode in Game Settings mode. See page 9.

1) Automatic Lock-On (Targeting)

Press the Draw button (▲ button) and Lara will draw her guns. If she sees a potential target, she will lock onto it. If there are multiple enemies, you can change targets by tapping the Look button (L1 button). Press the Action button (X button or right analog stick to shoot at the selected target. To switch to another enemy, tap the Look button again.

If Lara loses sight of the enemy, the lock-on is broken.

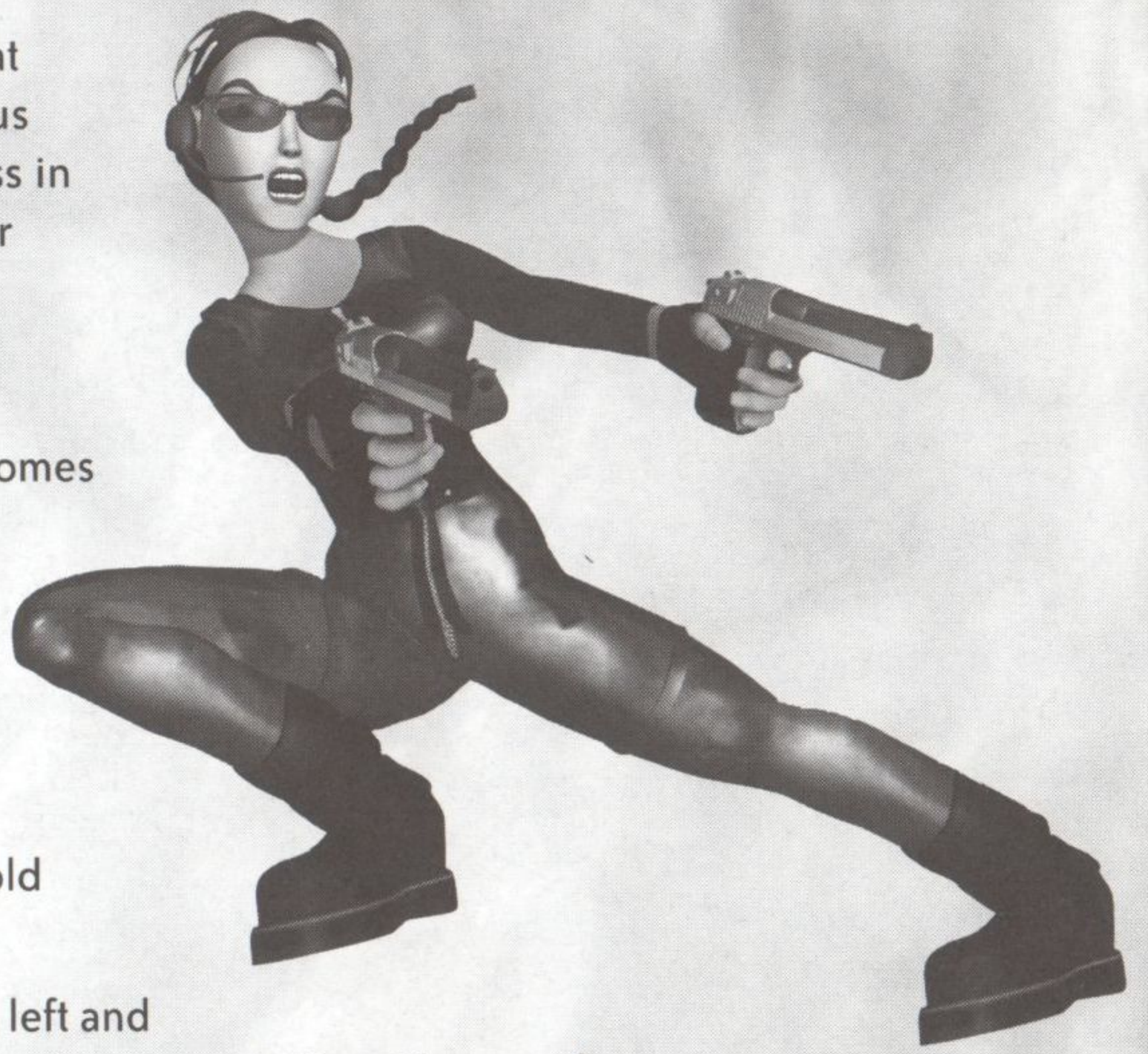
2) Manual Lock-On (Targeting)

Similar to Automatic Lock-On except that Lara will only lock-on to an initial enemy when you tap the Look button once. Lara will now target the selected enemy and you may now cycle through alternate targets by tapping the Look key again.

OTHER ACTIONS

Vaulting

If Lara is faced with an obstacle that she can climb over, pressing ⬆ plus the Action button (X button or press in the right analog stick) will make her vault onto it.



Climbing

Some walls are climbable. If Lara comes across such a surface, pressing ⬆ plus the Action button (X button or press in the right analog stick) will make her jump up (if there is room) and catch handholds on the wall. She will only hang on while you hold down the Action button.

You can make her climb up, down, left and right by using the left analog stick or directional button. She can also climb around the edges of some surfaces. Press the Jump button (■ button or press in the left analog stick) to make Lara jump backward away from the wall.

When Lara arrives at the top of the ladder, she may be faced with a small opening. Press the Duck button (L2 button) to make her duck,

and then press ⬆ to make her crawl into the gap (if she will fit). Keep the Action button held down until Lara is safely inside the crawl space.

Climbing Poles

Lara will come across certain poles that she can climb. Either make Lara walk up to the pole, and then press and hold the Action button (X button or press in the right analog stick), or make her run, jump and grab the pole. You must keep the Action button pressed or Lara will let go.

While Lara is on the pole, use ⬆/⬇ to make her climb up and down; press ⬅/➡ to make her rotate around the pole; and press the Jump button (■ button or press in the left analog stick) to make Lara back-flip off the pole.

Climbing Ropes

On ropes, you can make Lara grab hold, rotate, climb up and down and jump off in the same way as for climbing poles. Press the Sprint button (R2 button) to make the rope swing from side to side. Press the Jump button (■ button or press in the left analog stick) to make Lara jump forward off the rope.

Duck & Crawl

Press the Duck button (L2 button) to make Lara duck (while either standing or walking), and keep the button pressed while using the left analog stick or directional button to make her crawl. Lara can now forward flip straight out from a crawl space. Just make her crawl to the edge and press the Jump button (■ button or press in the left analog stick).

Grabbing Hold

If Lara is near a ledge while she is jumping, press and hold the Action button (X button or press in the right analog stick) to allow her to grab the ledge in front of her and hang there. If a wall is climbable, Lara can catch onto it anywhere (not just onto ledges). Press ⬅/➡ and Lara will shimmy sideways and even around corners of certain surfaces. Press ⬆ to make Lara climb up to the level above. Release the Action button and Lara will drop.

Monkey Swing

If Lara discovers an overhead frame, she may decide to monkey swing across it. Press the Jump button (■ button or press in the left analog stick) to jump up to the frame, then press the Action button (X button or press in the right analog stick) to grab onto it. While holding the Action button, press ⬆ to make Lara swing forward. Press ⬅/➡ to make Lara hang and rotate. Release the Action button to have Lara release the bars.

Tightrope Walking

Make Lara walk up to a tightrope, then press the Action button (X button or press in the right analog stick) and Lara will step onto the rope. Press ⬆ to make Lara walk forward, and ⬇ to make her turn around. If Lara starts to lose her balance, press ⬅/➡ (opposite to the way she is leaning) to regain her poise.

Parallel Bars

Look for bars or support beams in the scenery – Lara can jump and grab onto some of these to get across gaps. Use the Action button (X button or press in the right analog stick) to make Lara grab onto the bar, then hold down the button to make her spin on the bar until you release the button.

Picking Up Objects

Lara can retrieve objects and store them in her Inventory. Position Lara so that the object to be retrieved is in front of her feet. Press the Action button (X button or press in the right analog stick) and she will pick it up.

Some objects in the game can be shattered by shooting them to reveal valuable pick-ups. Objects may also be discovered on pedestals and hidden inside walls or shelves/cabinets – in this case press the Action button to have Lara reach in and grab them.

Using Switches & Solving Puzzles

Many puzzles await Lara – these will take various unusual forms. You may simply need to flip a switch – this is achieved by positioning Lara by a switch and pressing the Action button (X button or press in the right analog stick). For other puzzles, you may need to collect two halves of an object, combine them in the Inventory, and then use them as a key. (See page 18.)

The Crowbar

Lara may need to remove items from walls or pry open doors. To do this, she'll need a crowbar. Select the crowbar from the Inventory to use it.

Using Flares

If Lara finds herself in the dark and has any flares in her Inventory, you can make her get one out and light it by pressing the SELECT and R1 buttons simultaneously. This will light up her surroundings for a minute or so. While she is carrying the flare she can still vault or climb – flares even work underwater. To discard the flare, drop it by pressing the Draw button (▲ button), or throw it a longer distance by pressing the SELECT and R1 buttons again.

Pushing/Pulling Objects

Lara can push certain objects around and use them to operate pressure-sensitive pads. Stand Lara in front of the object and hold down the Action button (X button or press in the right analog stick). Lara will take her ready stance. Press ⬇ to make Lara pull the block, and ⬆ to push it. Release the Action button to stop.

Looking Around

Press the Look button (L1 button) to make the camera move directly behind Lara. With the Look button held down, use the left analog stick or directional button to make Lara look around her. When you release the Look button, the view returns to normal.

> *TIP: If you are trying to line Lara up for a jump but the camera is in an awkward position, press the Look button to see the exact direction she is facing.*

IN-GAME INVENTORY

During a game, press the SELECT button to display the Inventory. Use the left analog stick or directional button to navigate through the Inventory and press the X button to select. Depending on the object that is highlighted, a relevant menu may be displayed under the item. For example, highlighting the HK gun will present the following options:

- EQUIP – Arm Lara with the weapon.
- COMBINE – Allows the item to be combined with other relevant items held in the Inventory, i.e. the silencer.
- CHOOSE AMMO – In some instances Lara may collect different forms of ammo, and this option allows you to choose between available ammunition for that weapon.

Press the SELECT button to exit the Inventory and return to the game.

Small Medi-Pak

Use a small medi-pak (when collected) to restore half of Lara's health. It also acts as a poison antidote.

Large Medi-Pak

Use a large medi-pak (when collected) to fully restore Lara's health. It also acts as a poison antidote. Beware: some enemies will poison Lara. If she is poisoned, her health bar will appear and begin to flash yellow – decreasing as it flashes. Quickly use either a small or large medi-pak as an antidote.

Timex TMX Watch

Select the watch to check how you are progressing through the level. (See page 24.)

Binoculars/Headset

The binoculars are very useful for spying on distant enemies if you don't have the laser sight. The binoculars are replaced with a headset for the V.C.I. tower levels. The headset can be switched to infrared mode (press the Action button [X button or press in the right analog stick] when the headset is selected), allowing Lara to see invisible lasers. It's also equipped with a mini-com to allow contact with Lara's accomplice Zip.

Grappling Hook Launcher

Found later in the adventure, the grappling hook launcher is an ideal way to get across some gaps. The capsule it fires can only grip onto certain surfaces, usually grills or grates in the ceiling. Use Targeting mode to look around for a suitable anchor point – the cursor will flash green – and press the Action button (X button or press in the right analog stick) to launch the capsule. Once the rope is anchored, it is then used like a standard rope (see page 15).

Save Game/Load Game

Save the game at any point or load a previously saved game. (See page 21.)

SAVING & LOADING

IMPORTANT: You must be using a MEMORY CARD in order to save your game and load a previously saved game.

SAVING YOUR GAME

Make sure there are at least 2 free blocks on your MEMORY CARD before commencing play. To save the game at any point, display the Inventory (press the SELECT button) and select SAVE GAME. Select a file and press the X button. Your saved game will be named automatically. You can save a total of 7 games; if all the saved game slots are full, you can select a previously used slot to overwrite the file.

LOADING A SAVED GAME

To load a previously saved game, display the Inventory and select LOAD GAME. Highlight the game you want to load and press the X button.

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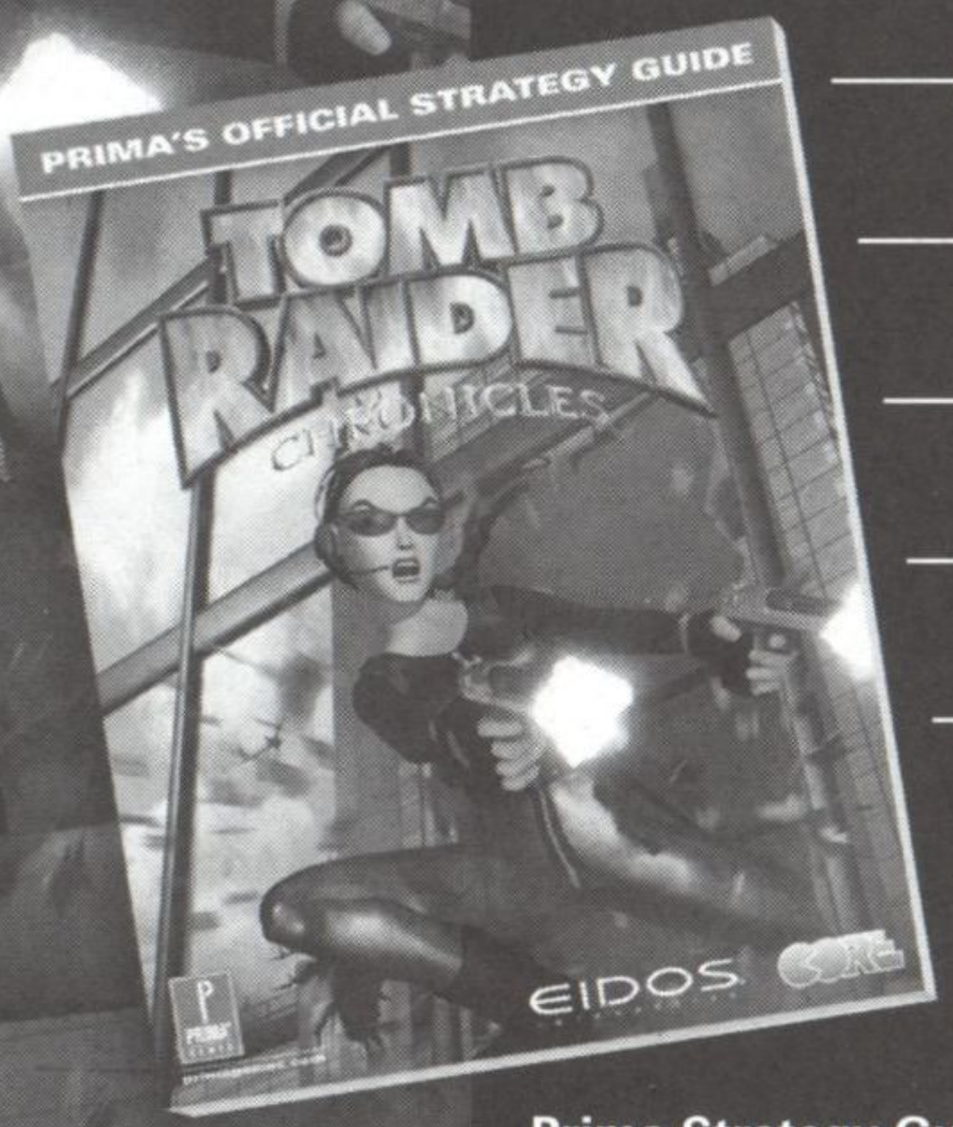

TOMB RAIDER CHRONICLES®

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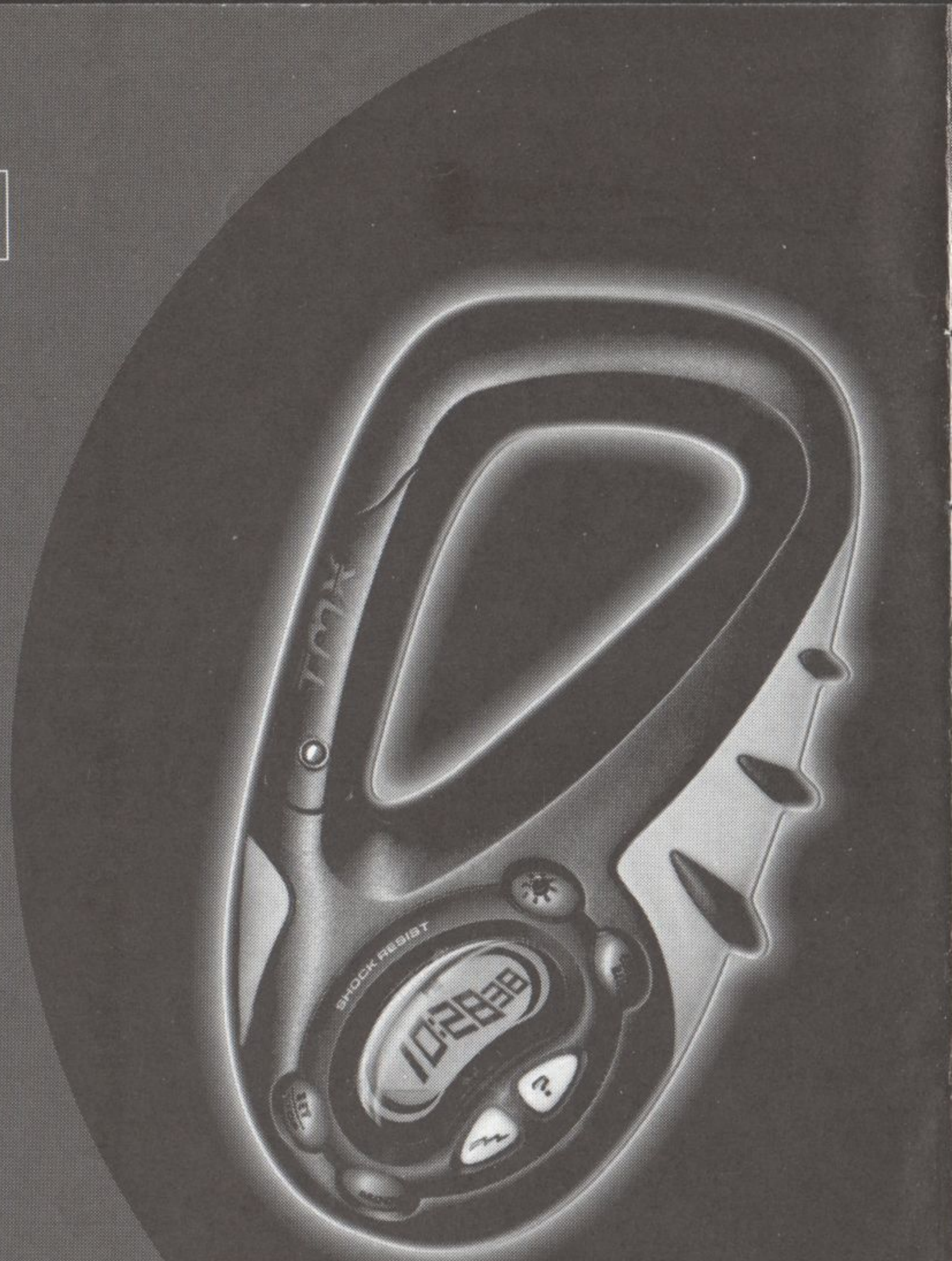

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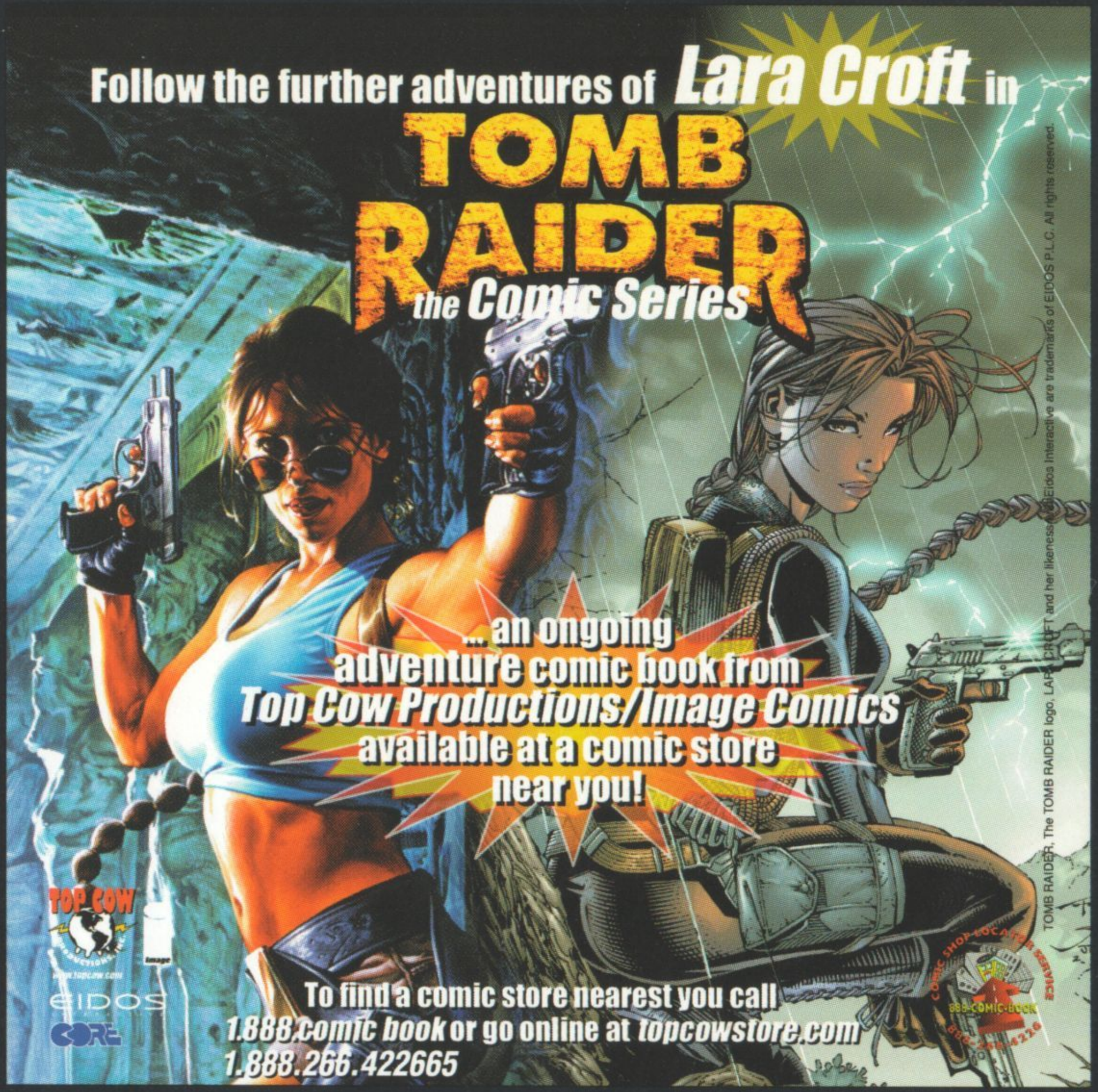
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PlayStation

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